

**Listing of the Claims:**

The following is a complete listing of all the claims in the application, with an indication of the status of each:

- 1        1 (Previously Presented). A computer implemented method of visual  
2        representation of programming objects as graphical elements, wherein  
3        program properties of said programming objects are reflected through  
4        graphical properties of graphical elements, the method comprising the  
5        steps of:
  - 6            detecting a change in a program property of a programming object  
7            in visual representation and shown visually on a display device as one or  
8            more graphical elements, wherein graphical elements represent the  
9            programming object and program properties of programming objects are  
10          reflected through graphical element properties;
  - 11          determining graphical aspect changes that apply to graphical  
12          elements of the programming object appropriate for the change in a  
13          program property of the programming object; and
  - 14          applying the graphical aspect changes to corresponding graphical  
15          elements, wherein the graphical aspect changes include changes in color,  
16          position and size.
- 1        2 (Previously Presented). A computer implemented method as recited in  
2        claim 1, wherein determining graphical aspect changes further comprises  
3        the steps of:
  - 4            traversing a list of graphical aspect references to acquire a graphic  
5            aspect for the data element, wherein there is a many-to-one relationship  
6            between graphical aspect references and a graphic aspect; and
  - 7            for each graphic aspect referenced by the list of graphic aspect  
8            references, determining whether the graphic aspect applies to the change in  
9            state.

1        3 (Original). A computer implemented method as recited in claim 1,  
2        wherein the visual representation of a first programming object may  
3        include other visual representations corresponding to at least one  
4        additional programming object logically contained within the first  
5        programming object.

1        4 (Original). A computer implemented method as recited in claim 1,  
2        wherein more than one visual representation is defined for a programming  
3        object.

1        5 (Original). A computer implemented method as recited in claim 4,  
2        wherein any of the more than one visual representation may be used for the  
3        programming object.

1        6 (Original). A computer implemented method as recited in claim 1,  
2        wherein the visual representation for a superclass of a programming object  
3        is used as the visual representation for a subclass programming object.

1        7 (Original). A computer implemented method as recited in claim 6,  
2        wherein a visual representation of a superclass of the programming object  
3        is used as a visual representation for a subclass of the programming object.

1        8 (Previously Presented). An apparatus for visual representation of  
2        programming objects as graphical elements comprising:  
3                a data processing system comprising a display device, an  
4        interactive device, as in a keyboard, a pointing device, a storage device,  
5        and a data processor;  
6                memory coupled to the data processor via a bidirectional bus,  
7        wherein the memory includes a first memory section for at least one  
8        program and a second memory section for data;  
9                computer code comprising a visual programming language,  
10        wherein the computer code is stored in th first memory section, and the

11 computer code detects a change in a program property of a programming  
12 object, determines graphical aspect changes that apply to graphical  
13 elements which represent the programming object, and applies graphical  
14 aspect changes to said visual representation of said programming object  
15 which represents the change of the program property of the programming  
16 object; and

17 means for displaying a visual representation of a plurality of  
18 graphical elements on the display device, wherein displayed graphical  
19 elements represent programming objects and program properties of  
20 programming objects are reflected through displayed graphical element  
21 properties.

1 9 (Currently Amended). A machine readable medium containing code for  
2 visual representation of programming objects as graphical elements,  
3 wherein program properties of said programming objects are reflected  
4 through graphical properties or graphical elements, the code implementing  
5 the steps of:

6 detecting a change in a program property of a a programming  
7 object in visual representation and shown visually on a display device as  
8 one or more graphical elements, wherein graphical elements represent the  
9 programming object and program properties of programming objects are  
10 reflected through graphical element properties;

11 determining graphical aspect changes that apply to graphical  
12 elements of the programming object appropriate for the change in a  
13 program property of the programming object; and

14 applying the graphical aspect changes to corresponding graphical  
15 elements, wherein the graphical aspect changes include changes in color,  
16 position and size.